

Project O'Bannon Combating Terrorism



"Terrorist Networks: An Analysis" (Where, What, How, and the Role of the Military?)

Information Paper

Introduction. From 21 through 23 May 2002, Wargaming Division, Marine Corps Warfighting Laboratory (MCWL), in cooperation with the Office of the Secretary of Defense/Net Assessment (OSD/NA), will conduct the fourth in a series of *Project O'Bannon* events. This event will look at the organization and functioning of terrorist and terrorist related networks. *Project O'Bannon* is designed to examine the scope and components of an extended global campaign against international terrorism, with particular attention to the potential contributions of military, and especially Marine Corps capabilities. The events of 11 September 2001 have focused the attention of every American. Those events are the impetus for a global campaign against terrorism and thus are the driving force behind *Project O'Bannon*. This campaign will require an examination of the structure, dynamics, and vulnerabilities of key terrorist infrastructure networks. It will require the US to develop new and integrated approaches to warfare, as well as a new vocabulary. Success in this campaign will demand that the US integrate a number of broad and unconventional civilian and military capabilities.

Project O'Bannon is named for Lieutenant Presley O'Bannon, US Marine Corps, who in the early years of the 19th century played a key role in the defeat of the Barbary Pirates. Moreover, it is shaped by the historical analogue between the global war against piracy in

the 18th and 19th centuries and the global war against terrorism. As Paul Hefheinz noted in his 2 October 2001 *Wall Street Journal* article, in both cases the protagonist used the "...threat of anti-social violence to intimidate law-abiding people. They attacked the highly visible commercial interests of powerful states... And they used safe havens to plot their attacks and train their forces for battle." There are many contemporary issues, including the effective use of military force that may have precedence in past efforts to combat piracy. Hefheinz concluded that "The lesson for modern times is that it took a major, international effort to root out piracy whenever it flourished."

Project O'Bannon is a logical continuation of two ongoing Marine Corps Wargaming Division programs - *Project Ellis* and the Revolution in Military Affairs (RMA) Program.

Project Ellis is named for Major Pete Ellis, who perceived a major shift in the strategic landscape after World War I. He correctly identified Japan as a likely enemy and was instrumental in the development of the amphibious capabilities that served as the foundation for the Pacific island-hopping campaign during World War II. Similarly, Project Ellis explores events in the strategic landscape that could result in major changes in U.S. national and military strategies that in turn could necessitate changes in the direction of U.S. military operational concepts.

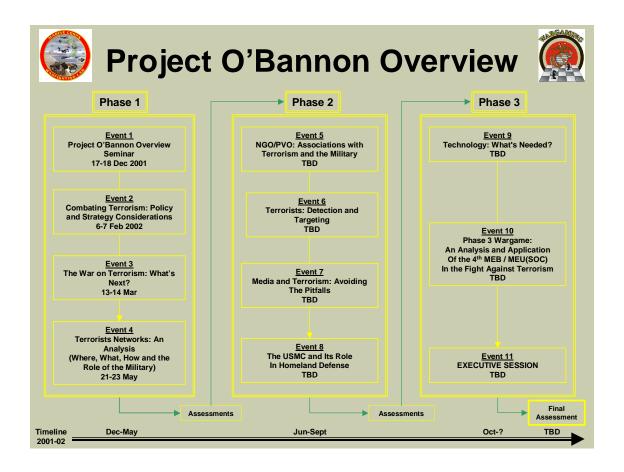
The RMA Wargaming Program explores potentially revolutionary changes in the character and conduct of warfare that could be enabled by integrating emerging technologies with innovative organizational and operational concepts.

Project O'Bannon Objectives

- To identify and understand the strategic and policy framework for the campaign against global terrorism as shaped by the Department of State (DOS) and the Office of the Secretary of Defense (OSD).
- To assess the nature, dynamics, and vulnerabilities of global terrorist networks.
- To explore the role of military force, particularly Marine Corps capabilities, against terrorist networks.

- To define the operational and tactical dimensions of a campaign against global terrorism.
- To devise operational and tactical concepts for combating global terrorism.
- To identify distinctive capabilities and organizational innovations that may be needed to combat global terrorism.

Each *Project O'Bannon* event will have specific objectives. The intent of these objectives will be to add details and additional insights to the broader overall *Project O'Bannon* objectives.



Project O'Bannon Concept. Project O'Bannon will be multiple month effort. It will consist of a series of workshops, seminars, war games, cultural intelligence seminars, and related activities. These events will constitute a comprehensive effort to develop an integrated approach to a long-term campaign against global terrorism. The project will

not "chase events," but will rather seek to stay "ahead of the bow-wave." The bottom line will be the emphasis placed on the role and application of military force, especially US Marine Corps capabilities. *Project O'Bannon* will follow the RMA approach of integrating operational concepts, organizational innovations, and appropriate advanced technologies to achieve revolutionary changes in the nature of warfare. Finally, a rapid assessment with specific action recommendations will follow each event, with an overall assessment at the conclusion of the program.

Previous Events: To date, Project O'Bannon has laid a foundation of knowledge relating to combating global terrorists at the national level. The first three O'Bannon events sought "To identify and understand the strategic and policy framework of the campaign against global terrorism as shaped by Department of State (DOS) and OSD policy guidance."

Event One: Overview Seminar. This event provided a general introduction to the global combating terrorism problem. It broadly considered the key areas of concern that were to be considered in more detail in subsequent events.

Event Two: Combating Terrorism: Policy and Strategy Considerations. Event Two examined the strategic, operational, and tactical views associated with the campaign to combat terrorism relative to plans, policies and strategy.

Event Three: Terrorism – What's Next? Event Three looked at the future of terrorism. The event addressed questions such as: What will be the most likely motivating factors for terrorism in the future; what part will religion, politics, criminal activity, nationalism, and other factors play in motivating terrorist acts; what will be the most likely terrorist's targets?

Event Four - "Terrorist Networks: An Analysis." Event Four will look at the Where, What, and, How of terrorist networks, and will address the Role of the Military in the global campaign against terrorism. This event will examine terrorist networks with respect to their organization, sponsorship, and operational concepts. It will determine the implications of those and other factors as they relate to the role of the military. Event four will address operational level issues.

The event four objectives are:

- To examine where terrorist organizations are most likely to reside. In what types of environments are they most likely to operate? What are the characteristics (urban, jungle, mountainous, etc.) of locations that would / will support terrorist organizations. Where do different terrorist organizations have cells? Determine the implications of state sponsorship as it relates to the war on terrorism.
- To identify different organizational frameworks of terrorist networks.
 - Analyze how these different terrorist networks operate. How are they organized?
 - How many and what type of sub-networks do they have? How many do they need? How do these sub-networks function? Which ones are most important? Which ones most vulnerable?
 - Determine the vulnerabilities of different terrorist networks.
 - From an analysis of the terrorist networks and their vulnerabilities, determine how they relate to military operations (organizational and operational concepts and technologies), specifically USMC operations.
 - Develop potential COAs to attack the identified vulnerabilities.
 - Determine the Role of the Military in those attacks. What may the military be asked to do in the war against terrorism?

 Determine what new military capabilities may need to be developed. How will the military need to change to play a significant role in the ongoing war?

• Which roles can / should the Marine Corps be capable of performing?

Administrative Information

• Location / Directions / Parking. The workshop will be held at MCB Quantico, Virginia. See the attached map.

• **Hotels.** See listings with map. It is recommended that individuals make their own reservations as soon as possible.

Security Classification. The workshop will be held at the unclassified level. All
printed materials and all material entered on the computers will be
UNCLASSIFIED.

• **TAD Funding.** All participants are to provide their own funding for this seminar.

• **Conference Fee.** There will be a \$10.00 per day conference fee.

• **Attire**. Civilian casual, slacks and a shirt – no blue jeans.

• Communications Support / Messages. 703-784-3276.

Workshop Schedule. The workshop will run from 0800 to 1700 daily. A
detailed schedule will be forthcoming along with other workshop read-ahead
materials approximately one week prior to the event.

Contact Information

You may obtain more information and register on-line for this event at: http://www.smallwars.quantico.usmc.mil

Project Officer, Wargaming Division, MCWL, Quantico

E-mail: mailto:wargaming_info@mcwl.quantico.usmc.mil

Phone No. 703-784-3276 - Fax No. 703-784-2815

